

GIORGIO GAMBA

Software Engineer

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WORK EXPERIENCE

Software Engineer

34BigThings, Turin, Italy

 C++ Unreal Engine


 Sept 2022 – Present


- Design and development of features and tools for video games
- Created a race track design tool for AI inference, speeding up AI training by 60%.
- Developed end-to-end game UI/UX flow, leading a group of 4 engineers.
- Implemented a game feature architecture using C++ reflection, resulting in saving 40% development time.

EDUCATION

Master's degree in Computer Science

Turin University

 110/110 cum laude, 29.00/30.00 GPA

 Dec 2019 - April 2022

- Relevant Coursework included Virtual Reality and Multimediality systems, Graphics Modeling and Artificial Intelligence.
- MPAl Standard Committee research thesis based on the integration of deep neural networks within the game server architecture to resolve communication issues and detect cheating, with a precision obtained around 95%. Developed in C# and Unity.

Bachelor's Degree in Computer Science

Turin University

 106/110, 27.00/30.00 GPA

 Sept 2016 - Dec 2019

- The third-year was curriculum focused on "Human-Computer Interaction".
- Research thesis in Computational Linguistics and Natural Language Processing titled "Extraction of syntactic-semantic information through hypernymic relations in Wikipedia", developed in Java.

SIDE PROJECTS

Simple Sample

Mobile App

 Flutter Dart Firebase Git

 [giorgiogamba/SimpleSample](#)

- Mobile application for sound capture and real time playback with sampler emulator and sequencer.
- Complete application design and development.
- Enabled media files sharing through Google Firebase and personal cloud hosting.
- Market analysis for product placement.

Lava

Desktop App

 C++ Vulkan Git

 [giorgiogamba/lava](#)

- Game Engine built with Vulkan and C++.

VST Synthesizer

VST Plugin

 C++ JUCE Git

 [giorgiogamba/synthesiser_plugin](#)

- Musical synthesizer emulator for Digital Audio Workstations built with JUCE and C++.

TECHNOLOGICAL STACK

Languages C++, Java, Python, HTML/CSS, Javascript

Technologies Unreal Engine, Git, Linux/Unix, JUCE, PyTorch, Tensorflow, Unity, Proxmox, Vulkan, OpenGL, FLutter/Dart

LANGUAGES

Italian (native), English (fluent)

INTERESTS

DJ, Keyboard Player, Records digger, Electronic music, Berlin enthusiast, Personal Finance